

# RAKKASAN BUTAI

## SCENARIO ASL TAC 45 Translated by Coastal Fortress Gaming Group



**VICTORY CONDITIONS:** The Japanese win at game end if they control 2 of the board 38 buildings and if they have destroyed/captured 2 of the 4 Guns/HMG

### PALEMBANG, SUMATRA, 14 February 1942:

Since the beginning of the year, the Japanese expansion knew no bounds, and the results were beyond expectations. Under terrible pressure, Malaysia, Borneo, Sulawesi, Ambon and almost all of the Philippines had fallen into their hands. It now remained to seize the Dutch Indies, and Java in particular, extremely rich in raw materials. But it was initially essential to be ensured of the bases for air support, and Sumatra offered for that matter excellent possibilities. The mission of capturing one of the airfields at Palembang was assigned to the Paratrooper Brigade of Colonel Kume. The task would not be easy however. A composite force of Dutch and artillery AAregiments of the RAF (with most of the men converted to simple infantrymen) spread itself around the two airfields and a refinery. After many delays, the Japanese were ready to parachute on February 14<sup>th</sup>. At 1130 hours, the Japanese planes flew over the drop zones. Suddenly, a multitude of small black flakes and tracers framed the transport fleet.

### BOARD PLACEMENT:

38	1
	98

### BALANCE:

- The Japanese only have to destroy/capture 2 of the 4 Guns/HMG in order to win.
- Replace the 10-2 leader with a 10-1 in the Japanese OB.

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<p>● ALLIES set up first</p> <p>● JAPANESE moves first</p>	1	2	3	4	5	6	7
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**Elements of the mixed defense battalion of Palembang: Antiaircraft RAF Regiment [ELR:3] and Dutch [ELR:2]**  
set up on board 38 on/north of hexrow Q (see SSR 2) {SAN:3}:

2  
4-4-7

8-1

7-0

4-12

2-7

5

4-3-7

7-0

2-8

?

7 morale

3

6

40L (8)  
2

94\*  
4

8-14  
4

2-2-8  
4

**Trench**  
OUR, OBA: +4  
Other: +2

2

**Sangar**  
IS or Gun  
OBA: +3  
Other: +1

4

**Dutch reinforcements enter on turn 2 on/between 35N10 and 35T10:**

4-3-7

8-1

2-8

4

**Elements of the Raid Group Paratrooper Brigade [ ELR: 5 ]**  
Group south enters by Air drop (E9) on turn 1 (see SSR 3) {SAN: 3}:

4-4-8  
7

2-2-8  
2

10-2  
2

9-0  
2

4-11  
2

2-8  
2

50m  
3

30-1  
2

Group north enters on turn 3 along the northern edge on/between 35GG5 and 35GG10 (see SSR 3):

4-4-8  
5

2-3-8  
2

2-2-8  
2

9-1  
2

8-0  
2

4-11  
2

2-8  
2

50\*(1-10)\*  
2

30-1  
2

Scenario Design: Jean-Paul Gonçalves and Jean-Luc Béchenne '93

### SSR:

1. EC are moist, with no wind at start. PTO is in effect with Light Jungle. Place overlay 1 on 35T2-T1.
2. Allied crews are British. Bore sighting is NA. The Guns and the .50 cal HMG must be placed in Sangars in open ground hexes [EXC: Runway] within 3 hexes of 38J6. They are fixed and cannot be dismantled/towed or moved/pushed (the HMG crew must abandon it in order to leave it's location). The .50 cal HMG must be manned by a crew to avoid Non-Qualified Use penalties; a British crew incurs no penalty for Captured Use. The trenches cannot be placed on a runway hex. Sangars represent circular sites of sand bags, and are treated exactly as Sangars. The color of Allied "?" counters used is the choice of the Allied player.
3. 2 Japanese squads are secretly noted as Assault Engineers. The Japanese sniper is placed on the board at the end of the first Japanese player turn. The Drop Point (E9.12) of the southern group must be placed on/south of hexrow 38T/35N. Japanese squads have Assault Fire and Spraying Fire.

**AFTERMATH:** The several air raids which preceded the operation did not succeed in destroying the Allied anti-aircraft defense. Quickly one, then two planes were shot down in flames. Nevertheless the detachment assigned to capture P1 airfield landed safely in two sections, one of 60 men in a portion of cleared jungle to the north of the objective, and a second section of 80 men to the south. Whereas they got to their objective, the second group came upon a group of Dutch reinforcements which joined the airfield. A short fight with well aimed automatic weapons fire started, with the rakkasan butai (paras) killing several Dutch soldiers and dispersing the others. Finally with access to the airfield, the two groups launched a combined attack. By this time the element of surprise was past. The Bofors guns broke the spirit of the paratroops, and in spite of a violent fight, neither of the two sides gained the upper hand that afternoon. It was only with nightfall that the better trained Japanese managed to join up and drive the Allies out of the airfield and into the jungle.